

English:

- Use non-fiction to research, skim, scan and gain information about the Vikings.
- Use dictionaries to check the meaning of words that they have read. Word derivations (etymology).
- Creating information and explanatory texts. Min Topic projects. Use devices such as headings, sub-headings and labelling.
- Old Norse language.
- Biography of King Alfred
- Newspaper report on the raid of monastery/Lindisfarne.
- Beowulf
- Arthurian Legends: King Arthur and the Knights of the Round Table.

Art, design and technology:

- Viking shield and helmet designs.
- Make their own rune stones in clay.
- Prepare and cook their own Viking meal.
- Design a figurehead for the front of a Viking long ship.
- Sketch Viking Settlements.
- Draw illuminated Heads, letters and patterns. Create their own.

Computing:

- PowerPoint (PPP) aspects of Viking Life
- Use a search engine effectively.
- Use a range of software to design visually appealing texts.

Maths:

- Viking themed problems.
- Measures – calculate the distances between Nordic Countries.
- Decoding using Viking Runes, puzzles.
- Co-ordinate navigate the Viking Long ship, find the hidden treasure, create and measure a Long ship.

Who were the Vikings and what effects did they have on Britain?

R.E.

- Viking religion – Nordic beliefs.
- Norse Gods and Goddesses.
- Viking Creation myth.

Science:

- How did the Vikings navigate the world?

Music, Drama and Dance:

- Viking music and folk dance.
- Dramatic re-enacting of a warrior battle scene.
- Presentation of mini-topic work.
- Mime.

History:

- Place the Vikings on a timeline. Use chronological knowledge to pace events in order accurately.
- Examine artefacts and ask valid historical questions.
- Viking raids and invasions (Where did they come from? Where did they invade? Settle? Why did they leave Scandinavia?)
- The beliefs and weapons that were used by the Viking Warriors.
- Viking Long ships, journeys.
- Viking leaders and explorers.
- Viking farm settlements and the daily life.
- Viking traders, routes and markets.
- Alfred the Great. The Danes. Danelaw and Jorvick
- King Cnut
- William the Conqueror and the battle of Hastings.

Geography:

- Locate Europe and Scandinavia.
- Identify where the Vikings came from. Plot their journey to Britain.
- Identify Viking settlements and look for the Viking place name endings on local maps.